

Activating Participation in LiveMeeting

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LIVEMEETING is an online webinar where one can make presentations, start projects, brainstorming and negotiate. EB -organization use LiveMeeting a lot, but they need some useful and common practices to make the usage even easier, simpler and more practical to use.

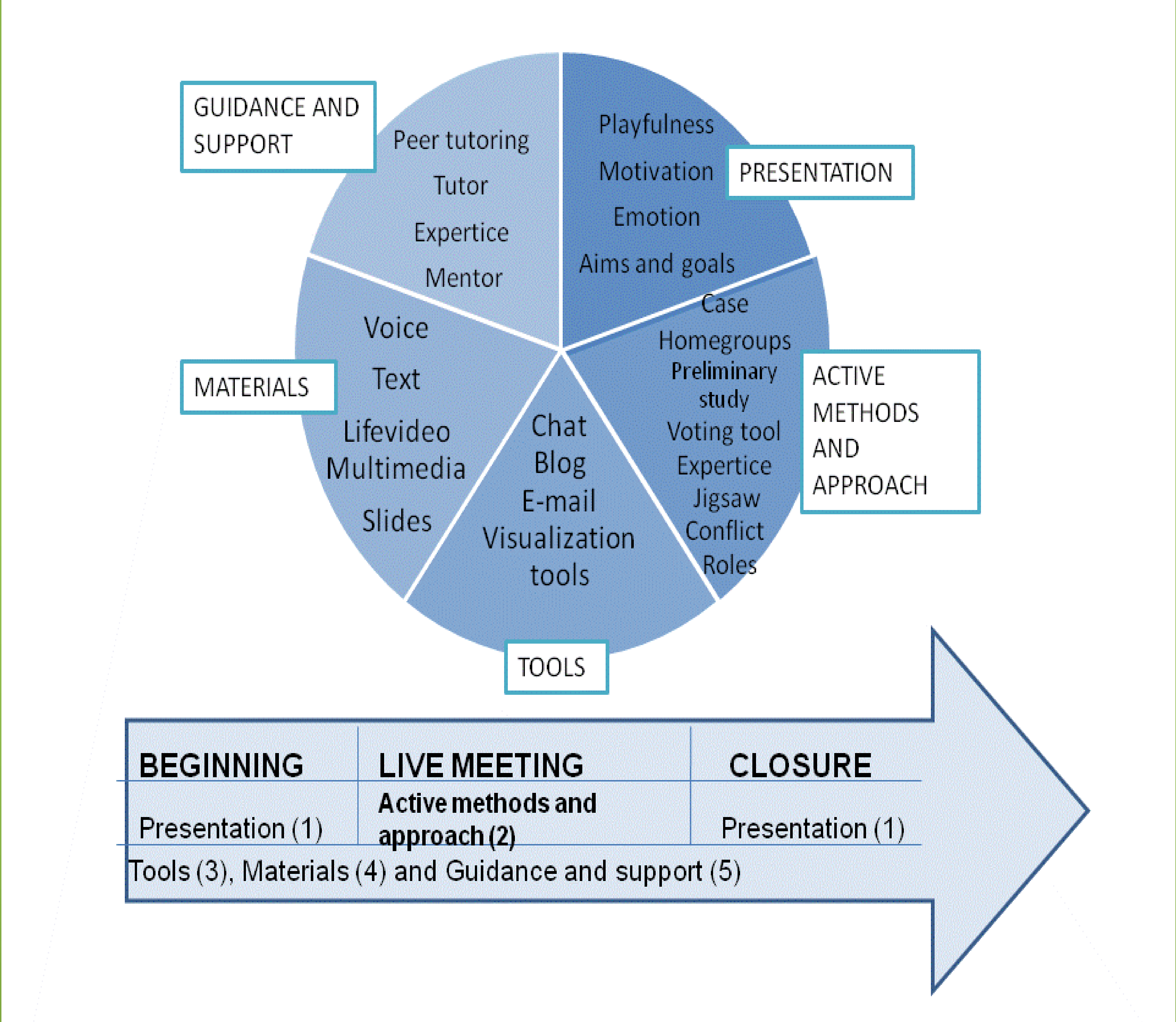
The ground theories are cognitive learning, problem solving, social interaction and collaboration. Our aim in this study is to find a solution for a challenging and common problem among online conferences and education. How to make a LiveMeeting conference inspiring, participative and collaborative?

To make a successful LiveMeeting, the main organizer or tutor need to focus on the participant's motivation, emotions and cognition. People are willing to put effort into the process of expertise if it actually feels good. Cognition or cognitive processes need to be woken up with emotions and motivation.

One main task is to motivate participants to actively take part in the meeting. Active methods to use are i.e. preliminary study, voting tools, jigsaw, take a role and conflicts.

Emotions and motivation play central role in learning, one's emotions effect to his or her motivation concerning the task. All participants' ideas and expertise's need to be taken into account during the meeting.

All participants are experts in their own field. This expertise has to be taken in use during solving the issue. But it's also important to motivate expert's emotions during LiveMeeting.



LiveMeeting is a continuous process.

The main organizer or tutor has to choose up at least one object from every slice of the pie to make a successful LiveMeeting. It's important to remember to motivate participants during LiveMeeting by personal questions or playfulness. Activate methods and approach can be used during LiveMeeting. This model is based on real life cases.

Playfulness is one of the main issues in creating a lively and interesting LiveMeeting conference. Playfulness and an innovative start can make the atmosphere easy and free.

Taking a role gives new way of looking things. Participant's has to concentrate more in the meeting when he ought to behave in a role like a starter or an analyzer. Different kinds of memory games affect to cognition and wake up motivation.

The main organizer or tutor has several roles like a communicator, guider, organizer, networker and motivator. The tutor motivates all participants to do their best during the LiveMeeting.

In LiveMeeting educations, it is important to have the cases from working live. When the issue is based on a real life situation, it's easier for participants to follow and take part in the discussion. The emotions and motivation is higher and participants' interest in the issue is deeper.

Keywords:
Collaborative learning, networking, playfulness, expertise, motivation, emotion, cognition.

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